SNS-CM-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

A special message from CAPCOM

Thank you for selecting the exciting and action-packed **Super Ghouls 'N Ghosts®.** This is the newest edition in Capcom's library of 16-Bit Video Games. Following such hits as *UN Squadron* and *Final Fight*, **Super Ghouls 'N Ghosts®** continues the tradition of Capcom's Arcade Series® for the Super Nintendo Entertainment System.

Super Ghouls 'N Ghosts® features exciting state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new title in the latest, most sophisticated video game technology from Capcom.

Joseph Morici

Joe Morici
Vice President
CAPCOM USA, Inc.

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Nintendo

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Safety Precautions

Follow the suggestions below to keep your Super NES Game Pak in top operating condition:

1. Always make sure the power is off before inserting or removing the Game Pak.

2. Don't try to take the Game Pak apart, or touch its terminal connectors.

3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.

4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.

5. For the best game play, sit 3 to 8 feet away from your television or monitor. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

Getting Started

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

1. Insert your **Super Ghouls 'N Ghosts** Game Pak into your Super Nintendo Entertainment System and turn it on. The Title screen appears.

2. Press the **START** button on the controller to begin play. (Or see *The Option Screen* below to change your game settings before you start.)

3. At any time, you can press the **Reset** button on the console to start the game over from the beginning.

The Option Screen

The **Option Screen** lets you change some of the game features. You can get to the options screen from the Title screen, before you begin play.

At the **Title Screen**, you'll see two options, GAME START and OPTION MODE. Press down on the control pad to move the marker to OPTION MODE and press the **START** button. The Option screen will appear.

On the **Option Screen**:
— Press UP or DOWN on the Control Pad to highlight an option.
— Press LEFT or RIGHT on the Control Pad to cycle through the settings for that option.

Game Level
Set your play level. You can choose Beginner (easiest), Normal, Expert or Professional (most difficult).

Control Pad
Change the settings of the Control Pad buttons. (If you don't change the settings, you'll press button **Y** to use your weapon and button **B** to jump.)

Player
Set the number of lives (up to 9) that Arthur has when the game begins. (If you don't change this setting, you'll begin with three lives.

A Knight's Quest

All hail, dauntless knight Arthur! Years ago you quelled the terrifying phantoms of the Ghoul Realm who hexed the earth, and rescued Princess Guinevere. Since that time you've journeyed far over the world seeking the powerful weapons of White Magic.

But now the kingdom is shrouded under an eerie spell. Sardius, the Emperor of Evil, has snatched Princess Guinevere away to the slimy crypts of the Phantom Zone. The Ghoul Realm has revived, and the Creatures of the Undead haunt the land.

Once again, you must survive the dangerous journey into the depths of the Ghoul Realm. You'll swat at horrid ectoplasms and ghouls whose touch is deadly. Vampires will swirl around your head. Voracious plants will snap at you, hungry for bones to gnaw. The earth will crack, the seas will swell, and the fiends of darkness will engulf you.

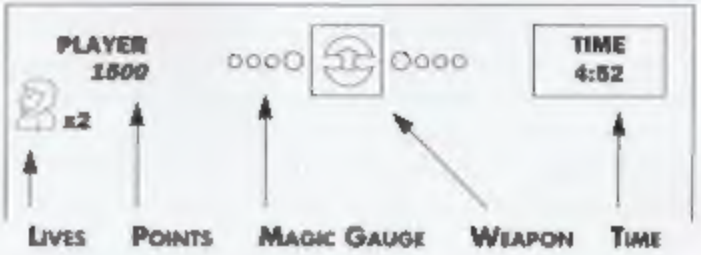
Your courage and skill will keep you moving though overwhelming terrors. And on the path, a mighty weapon — Magic — awaits!

Buckle on your sword, Arthur. It's time to begin the quest!

Arthur's Knightly Feats

To Do this:	Press this:
Run to the right or left	Control Pad left or right.
Stab, slash, or hurl your weapon	Button **Y** (or the weapon button you've set on the Option screen).
Jump	Button **B** (or the jump button you've set on the Option screen). Press the Control Pad while jumping to move left, right or down.
Double-jump	Button **B** twice.
Climb up	Control Pad up.
Duck	Control Pad down.
Put on armor, grab a new weapon, or pick up pots and sacks of gold.	Run over the item.

Do or Dire!



Prepare for heart-stopping perils! Arthur must survive eight treacherous mazes, battling an inferno of foul fiends. Sometimes he'll be left without even his armor to protect him.

Watch the top of the game screen to keep track of how you're doing.

Points - How many points you've earned so far, by demolishing the Undead and grabbing sacks of gold.

Lives - How many lives Arthur has left. He starts a game with three lives (or the number you've set on the Option screen). When he loses his last life, the game ends.

Weapon - The weapon you're currently armed with.

Magic Gauge - Fills up with energy when you use Magic.

Time - Game time remaining. You begin with five minutes to survive a quest and gain the key to the next gate. If time counts down to zero before you accomplish this, you lose one life.

Treasures in the Fray

As you dash through lands thick with doom, you must destroy or avoid all the demented creatures that bar your way. Many vanquished ghouls will drop pots. Treasure chests will sprout from the sodden earth or gleam from hidden places. You'll stumble over sacks of gold, or find them stashed in thorn bushes, ghostly rigging and rocky crevices.

Pots
These can hold extra lives (1 UPs), bonuses, or weapons.

Treasure Chests
Shatter these locked boxes with your weapon, but be wary! Within them you may find armor, weapons, traps, or the Conjurer. Armor and weapons will help you survive, but traps can take one of your lives. If the Conjurer emerges, he'll cast a hex that can turn Arthur into a powerless babe for a short time.

Sacks of Gold
Snatch these up to gain extra points.

Armor and Shields

Find suits of mail by breaking open treasure chests. Run over the armor to put it on. With the Golden Armor you can also use the Moon and Sun Shields.

Steel Armor - Arthur begins the game wearing Steel Armor, which protects him from one hit.

Bronze Armor - This armor protects Arthur from one hit and gives him the power to use the Weapons of Enchantment.

Golden Armor - This is the most powerful of Arthur's armor. It protects him from one hit, allows him to use enchanted weapons, and empowers him to invoke Magic!

Moon Shield - This shield is supplied with the Golden Armor, and can block one ghoulish shot. The shot will disintegrate the shield, but Arthur will be safe.

Sun Shield - This glowing shield blocks three shots, and lets Arthur summon Magic in a flash.

Seigecraft Weapons

Arthur can find a number of fearsome weapons to help him survive. Run over a weapon to pick it up. When you gain a new weapon, you'll lose your old one.

Weapons of Knightly Power These weapons are always available.

Lance - Arthur's first weapon flies straight ahead when hurled.

Dagger - You throw three of these small weapons at once.

Crossbow - Launch two small arrows at once with this weapon.

Scythe - You can hurl this curved blade downward while standing on stone pillars.

Torch - This secret concoction turns the ground to flames, burning everything it touches. You can only use two at a time.

Axe - A small but deadly double-bladed weapon.

Tri-Blade - Once thrown, this weapon will slice through all it touches and then return to its owner.

Seigecraft Weapons

Weapons of Enchantment
These weapons will appear when Arthur is wearing the Bronze or Golden Armor.

Flaming Lance - A more powerful lance that flies straight ahead, leaving a trail of flames.

Magic Dagger - These enchanted dirks leave a trail of magical light. You can throw three at once.

Magic Crossbow - This charmed armament fires three magical arrows at once, that seek and find their own targets.

Magic Scythe - This enchanted weapon is more powerful than its non-magical counterpart.

Magic Torch - Smash this on the ground to shoot a tower of flame into the air. You can only use two at a time.

Hefty Axe - An even more lethal version of the smaller Axe.

Shuriken - An incredibly fast blade. Like the Tri-Blade, it dices through all obstacles before returning to Arthur.

Magic!

You can use Magic when you're wearing the Golden Armor. Hold down button **Y** (or the weapon button you've set on the Option screen) while your Magic gauge energizes. When the spell appears in the Weapon box, release the button to activate the Magic.

Thunder Magic - Use your Flaming Lance to call forth lightning bolts that pierce the air in three directions. These bolts can pass through solid objects to destroy any enemy in their path.

Fire Dragon Magic - With your Magic Dagger, summon a fire dragon to annihilate all creatures as it moves across the land.

Seek Magic - Summon this spell with your Magic Crossbow to unearth all hidden treasure chests in your area.

Tornado Magic - Your Magic Scythe generates twin tornadoes that twist and whirl, destroying all enemies caught in their path.

Shield Magic - Use the Magic Torch to surround Arthur with three glowing orbs that protect him as he travels.

Lightning Magic - Flail the Hefty Axe to fire a deadly burst of electricity in all directions.

Nuclear Magic - Your Shuriken summons an immense explosion that disintegrates all enemies.

A Knight's Day

Arthur must survive eight perilous quests. At the end of each quest, a fearsome Foul Guardian appears, who guards the gate to the next land. Using all his skill and wit, Arthur must defeat this monstrous foe to gain the key to the gate.

Arthur starts his adventures with three lives (or the number you've set on the Option screen). During his quests, two enemy hits will cost Arthur a life. (Once to lose his armor, and again to lose his skin!) The game ends when all Arthur's lives are over.

Each time the game ends, you have the chance to continue. When you see the Continue screen, press the **START** button. You'll continue near the point where you ended the game. (If you don't want to continue, use the Control Pad to move the dagger to End, and the press **START**.)

QUEST 1: THE DEAD PLACE

The Haunted Graveyard — From this forgotten cemetery, zombies arise to attack the living. Only the brave of heart will survive a journey through this cursed land.

The Forest of Fear — Inside this dark tangle of branches lies the ruins of an ancient castle. Within its walls grows an unearthly plant that feeds on whomever or whatever passes through its domain.

QUEST 2: THE ROTTING SEA

The Graveyard of Ships — Long ago, this thriving harbor was home to hundreds of sea-faring men. But now the entire port is laid to waste, and only the ghouls remain.

The Sea of Despair — Between the human world and the Phantom Zone lies the Sea of Despair. Its storm-tossed seas have caused the heartiest of adventurers to go insane.

QUEST 3: VERMILION HORROR

Crucible of Flame — Deep within the earth, the flame of evil brightly burns. Its glow forebodes despair and darkness to all who venture here.

Towers of Molten Steel — The sight of the twin towers strikes terror into the hearts of men. Within these walls, the ghouls of the Phantom Zone practice their darkest evils.

QUEST 4: THE GHOUL'S STOMACH

To enter the frozen lands of the Emperor of Evil, you must first pass through the vile Ghoul's Stomach.

QUEST 5: THE DEEP CHILL

Ice Forest — The blizzards constantly blow in this frozen world of ice and snow. Many have tried to conquer this land; none have yet returned.

Ice Wall — A wall of sheer ice surrounds the palace of the Emperor of Evil. All attempts to scale the ice have met with doom.

QUEST 6: THE CASTLE OF THE EMPEROR

The entrance to the castle holds many traps. Pay close attention or disaster will strike quickly.

QUEST 7: HALLWAY OF GHOULS

A few hundred yards ahead lies the throne room of the Emperor. Only a gauntlet of ghouls stands in your way.

QUEST 8: THE THRONE ROOM

Inside, Sardius awaits! Only the power of Guinevere's enchanted bracelet can destroy the Emperor of Evil.

Questing Tips

— A new weapon always replaces the old. Don't pick up a new weapon unless it's more powerful (or you like it better) than the one you already have.

— Learn which weapons must run their course before you can hurl another. These leave you unprotected for a short time, so be ready to jump or duck!

— Search carefully for hidden treasure chests. Without the weapons and armor they conceal, Arthur doesn't stand a chance of finding Guinevere.

— It takes a double-jump to leap from ledge to ledge or across large chasms. First, jump into the air. At the top of your jump, press the jump button again. Practice, practice, practice to get your timing just right.

— Watch for the Fairies. They can give you a very powerful weapon that you must have in order to finish your quest.

90-Day Limited Warranty

90-Day Limited Warranty CAPCOM
U.S.A., Inc. ("CAPCOM") warrants to original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective PAK to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Record this number on the outside packaging of your defective PAK and return it, freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase, within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Capcom Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to the defective materials or workmanship.

Repairs After Expiration of Warranty:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return it freight prepaid to CAPCOM, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. CAPCOM will, at its option, and subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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Few Live to Finish this Game!

Get ready for hard-hitting action as the #1 arcade smash comes home. Join Haggar and Cody as they battle their way through the city streets - battling punks, gigantic wrestlers and samurai swordsmen on their way to rescue Jessica from the evil leader of the Mad Gear Gang.

- Choose Haggar or Cody, each with his own devastating special moves.
- Collect hidden weapons as you smash your way through 5 stages.

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Soar into battle with UN Squadron.

Get ready to scramble because enemy fighters are headed your way! An army of mercenaries has overrun the kingdom of Aslan and it's up to the UN Squadron to drive them out of the sky. Players battle nuclear submarines, laser fortresses and giant battleships as they attempt to free Aslan.

- Select from 6 high-tech aircraft including the A-10 Thunderbolt, F-20 Tigershark and the F8E Crusader.
- Blast your way through 9 different missions at supersonic speeds.

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CAPCOM USA

CAPCOM SERVICE DEPARTMENT, 3303 SCOTT BOULEVARD, SANTA CLARA, CA 95054
GAME COUNSELORS AVAILABLE 8:00AM TO 5:00PM (PST) 408.727.1665

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